

ADEMCO VISTA SERIES
VISTA-20P / VISTA-20PSIA
VISTA-15P / VISTA-15PSIA
Security Systems

User Guide

About The Keypads (Cont'd)

FIXED-WORD DISPLAY KEYPAD

AWAY: All burglary zones, interior and perimeter, are armed.

STAY: Perimeter burglary zones, such as protected windows and doors, are armed.

NIGHT-STAY: NIGHT and STAY indicators both light when perimeter burglary zones plus pre-selected interior zones (set by the installer) are armed.

INSTANT: Entry delay is turned off:
Lit with STAY = Instant mode
Lit with AWAY = Maximum mode

BYPASS: This appears when one or more burglary protection zones have been bypassed.

NOT READY: Appears when burglary portion of the system is not ready for arming (due to open protection zones). The system is ready to arm when this message disappears and the READY indicator light comes on.

NO AC: Appears when AC power has been cut off. System is operating on backup battery power.

AC: Appears when AC power is present.

CHIME: Appears when the chime feature is activated.

BAT: Low battery condition in a wireless sensor (if zone number displayed) or low system battery (if no zone number displayed).

ALARM: Appears when an intrusion has been detected and the system is armed (also appears during a fire alarm or audible emergency alarm). Accompanied by the protection zone in alarm.

CHECK: Appears when a malfunction is discovered in the system at any time, or if an open is detected in a fire zone at any time, or a fault in a DAY/NIGHT burglary zone during a disarmed period. Accompanied by a display of zone number in trouble.

FIRE: Appears when a fire alarm is generated. Accompanied by a display of the zone in alarm.

A FIRE display also appears when a fire alarm is manually activated, accompanied by a display of the fire emergency key zone number.

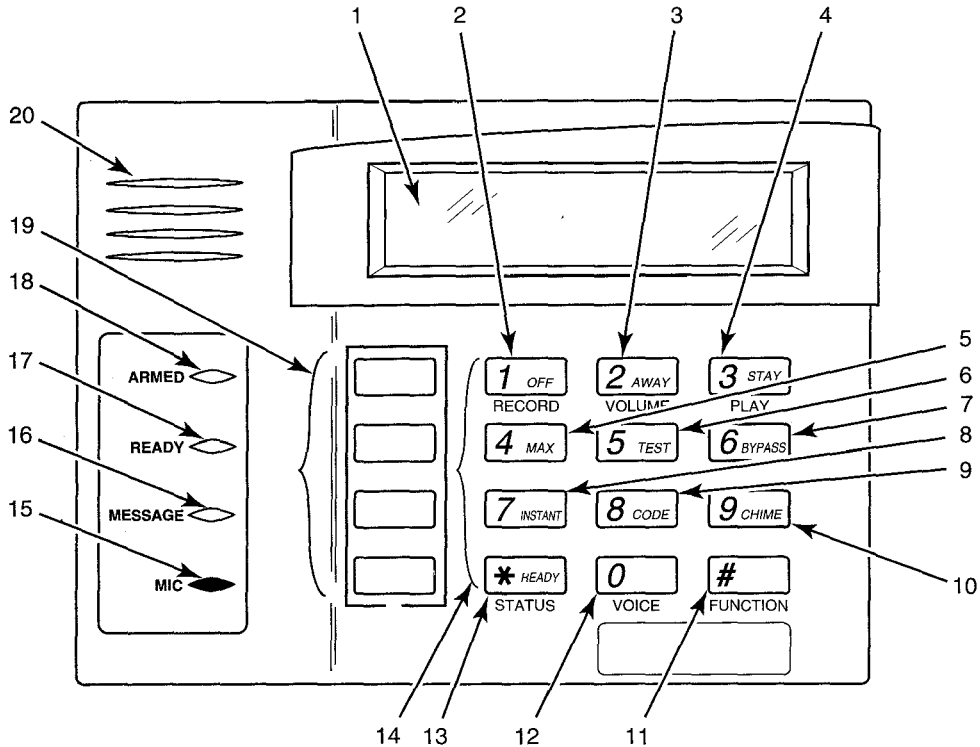
CANCELED: Appears when an alarm has been silenced by the Code + OFF sequence and will remain on until another Code + OFF sequence is keyed.



FIXED-WORD DISPLAY

61500sp

Functions of the Keypads



Voice-capable 2-line Alpha keypad
(shown with flip-down front door removed)

IMPORTANT!

- Match the numerical callouts in the above graphic with the corresponding number on the following pages for a description of usage.
- When entering codes and commands, sequential key depressions must be made within 4-5 seconds of one another. If 4-5 seconds elapse without a key depression, the entry will be aborted and must be repeated from its beginning. Be sure to observe this precaution when performing any of the procedures in this manual.
- If you make a mistake while entering a **security** code, stop, press the [*] key, and then start over. If you stop in the middle while entering a code, and then immediately start the entry over, an erroneous code might be entered.

Functions of the Keypads (cont'd)

NOTE: The functions printed directly on the keys indicate their primary purpose; the functions printed under some of the keys (shown in brackets under the respective key), indicate their alternate or secondary purpose.

1. DISPLAY WINDOW

Alpha Display Keypads: 2-line, 32-character Liquid Crystal Display (LCD) keypads that display protection point identification, system status, and messages.

Fixed-Word Display Keypads:

Display protection zone ID and system status messages using pre-designated words in the LCD display area.

2. [1 OFF] Disarms burglary portion of the system, silences alarms and audible trouble indicators, and clears visual display after problem's correction.

[RECORD] On Voice keypads, used in conjunction with the FUNCTION and VOICE keys to record up to a 2.5-minute message.

3. [2 AWAY] Arms the entire burglary system, perimeter and interior.

[VOLUME] On Voice keypads, used in conjunction with the FUNCTION and desired volume control keys ↑ [3] or ↓ [6] to adjust the volume of a recorded message or voice system status.

4. [3 STAY] Arms perimeter portion of burglary system only. Interior protection is not armed, allowing movement within premises without causing an alarm. If pressed twice in succession, arms system in Night-Stay mode.

[PLAY] On Voice keypads, used in conjunction with the FUNCTION and VOICE keys to play the recorded message.

[↑] On Voice keypads, used in conjunction with the FUNCTION and VOLUME keys to raise the message and voice system status volume.

5. [4 MAX] Arms the entire burglary system, perimeter and interior, but without entry delay feature. Entering via an entry/exit door will cause an alarm.

6. [5 TEST] Tests the system and alarm sounder if disarmed. Refer to *Testing The System* section for test procedures.

7. [6 BYPASS] Removes individual protection zones from being monitored by the system.

[↓] On Voice keypads, used in conjunction with the FUNCTION and VOLUME keys to lower the message and voice system status volume.

8. [7 INSTANT] Arms in manner similar to the STAY mode, but without the entry delay feature.

Entering via an entry/exit door will cause an alarm.

9. [8 CODE] Used to assign additional security codes and attributes for other users of the system.

10. [9 CHIME] Turns CHIME mode on and off. When on, the opening of windows or doors while the system is disarmed will sound 3 beeps at the keypad(s).

Functions of the Keypads (cont'd)

11. **#** This key can be used for "Quick Arming" of the system without use of a security code (if programmed).
[FUNCTION] On Voice keypads, enables the desired voice or volume function.
12. **0**
[VOICE] On Voice keypads, enables the RECORD, VOLUME and PLAY functions.
13. *** READY** Used to display all open protection zones.
[STATUS] On Voice keypads, a momentary press of the STATUS key annunciates the current system status. Pressing the STATUS key a second time annunciates and displays system and/or zone faults (if they exist).
14. **KEYS 0-9:** Used to enter the security code(s) and to perform their associated system functions.
15. **MIC**
On voice keypads, microphone for Message Center recordings.
16. **MESSAGE LED INDICATOR: (RED)**
On Voice keypads, flashes red when message waiting or lights red (steady) when in record mode.
17. **READY LED INDICATOR: (GREEN)**
Lit when the system is ready to be armed (no faults present). While the system is disarmed, this indicator will go on and off as protection zones are closed and opened.
18. **ARMED LED INDICATOR: (RED)**
Lit when the system has been armed.
19. **FUNCTION KEYS:** Keys A, B, C, D may have been programmed for a variety of functions, including panic (emergency) functions. For details, see the *Function Keys* section.
20. **INTERNAL SPEAKER:** The built-in speaker mimics the alarm sounder during alarms, and will also "beep" during certain system functions. The speaker also provides voice playback for any recorded messages.

Entry/Exit Delays

Entry Delay

Entry Delays give you time to disarm the system when you re-enter through the designated entrance door. There are two entry delays (if programmed). The first is for your primary entrance and the second can be used for a secondary entrance, where a longer delay is required to walk to the keypad to disarm the system.

You must disarm the system before the entry delay period ends, or an alarm will occur. The keypad beeps during the entry delay period, reminding you to disarm the system. The beeps stop when a code is entered, but will restart after about 15 seconds if an invalid code is entered.

You can also arm the system with no entry delay at all by using the INSTANT or MAXIMUM arming modes. These modes provide greater security while on the premises or while away for extended periods of time.

See your installer for your delay times.

Partition 1

Exit Delay: seconds

Entry Delay 1: seconds

Entry Delay 2: seconds

NOTE: Entry/Exit times set for partition 1 also apply to the Common Zone of the VISTA-20P Series.

Partition 2 (on VISTA-20P Series only)

Exit Delay: seconds

Entry Delay 1: seconds

Entry Delay 2: seconds

Exit Delay

Exit delay gives you time to leave through the designated exit door(s) without setting off an alarm. Exit delay begins immediately after arming your system in any arming mode and Alpha Display keypads display the message “You May Exit Now.” When “You may exit now” disappears, the system is fully armed. If programmed, a slow beeping will sound during the exit delay period until the last 10 seconds, which then changes to fast beeping (alerting you to the end of exit delay). If you cannot leave within this delay time period, you should stop, disarm the system, and start over to avoid a false alarm.

Exit Delay Restart (if programmed): If you wish to open the entry/exit door to let someone in after arming STAY, you can restart the *exit* time delay at any time – **simply press the [*] key**, then let that person in (the perimeter zones remain armed). The system automatically rearms the entry/exit door when the exit delay expires, thereby avoiding having to disarm the system and then rearm it again. Additionally, when the system is armed AWAY, reopening and closing the entry/exit door **before** exit delay time expires (e.g., re-entering to get a forgotten item), will reset the exit delay time once.

Entry/Exit Delays

Entry Delay

Entry Delays give you time to disarm the system when you re-enter through the designated entrance door. There are two entry delays (if programmed). The first is for your primary entrance and the second can be used for a secondary entrance, where a longer delay is required to walk to the keypad to disarm the system.

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See your installer for your delay times.

Partition 1

Exit Delay: seconds

Entry Delay 1: seconds

Entry Delay 2: seconds

NOTE: Entry/Exit times set for partition 1 also apply to the Common Zone of the VISTA-20P Series.

Partition 2 (on VISTA-20P Series only)

Exit Delay: seconds

Entry Delay 1: seconds

Entry Delay 2: seconds

Exit Delay

Exit delay gives you time to leave through the designated exit door(s) without setting off an alarm. Exit delay begins immediately after arming your system in any arming mode and Alpha Display keypads display the message “You May Exit Now.” When “You may exit now” disappears, the system is fully armed. If programmed, a slow beeping will sound during the exit delay period until the last 10 seconds, which then changes to fast beeping (alerting you to the end of exit delay). If you cannot leave within this delay time period, you should stop, disarm the system, and start over to avoid a false alarm.

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Exit Alarms

Exit Error Conditions

Whenever you arm the system, the exit delay begins. If an entry/exit door or interior zone is faulted before exit delay expires and remains faulted (e.g., exit door left open), the system sounds an alarm and starts the **entry** delay timer. If you disarm the system before the entry delay ends, the alarm sound stops and the message "ALARM CANCELED " or "CA" is displayed on the keypad, along with a zone number indicating the faulted zone. No message is sent to the Central Monitoring Station.

To clear the exit error condition, the open zone must be made intact; to clear the display, enter your code plus OFF.

If you do not disarm the system before the entry delay ends and the faulted zone remains open, the alarm sound continues and an "exit alarm" message is sent to the Central Monitoring Station (after the installer-programmed dial delay expires). The message "EXIT ALARM" or "EA" is displayed on the keypad, along with a zone number indicating the faulted zone. To stop the alarm, the system must be disarmed (your code plus OFF); to clear the display, enter your code plus OFF a second time.

An "exit alarm" also results if an entry/exit door or interior zone is faulted within two minutes after the end of the exit delay.

Your system may have been programmed for this feature to minimize false alarms sent to the Central Monitoring Station. Ask your installer if "Exit Alarm" is active in your system. If so, check this box.

VISTA-20PSIA/VISTA-15PSIA: The Exit Error condition works the same as described above, except that in addition to the "EXIT ALARM" message, a "zone alarm" message is also sent to the Central Monitoring Station. In addition, if an entry/exit door or interior zone is faulted within two minutes after the end of the exit delay, a "Recent Closing" condition occurs instead of the "exit alarm." Refer to the next paragraph for details.

"Recent Closing" Condition (VISTA-20PSIA/VISTA-15PSIA only)

A Recent Closing condition is similar to the Exit Error condition described above, but occurs if an entry/exit door or interior zone is faulted within two minutes **after** the initial exit delay expires. If you disarm the system within the two minutes, the alarm sound stops and the message "ALARM CANCELED " or "CA" is displayed on the keypad, along with a zone number indicating the faulted zone. No message is sent to the Central Monitoring Station.

If you do not disarm the system within two minutes and the faulted zone remains open, the alarm sound continues and a "recent closing" and a "zone alarm" message are sent to the Central Monitoring Station (after the installer-programmed dial delay expires). The alarm message along with a faulted zone number is displayed on the keypad. To stop the alarm, the system must be disarmed (your code plus OFF); to clear the display, enter your code plus OFF a second time.

Checking For Open Zones

Using the [*] Key to Display and Announce System Status

Before arming your system, all protected doors, windows and other protection zones must be closed or bypassed; otherwise the keypad will display a "Not Ready" message.

Use the READY key to display all faulted zones, making it easier for you to identify and secure any open zone.

1. Press [*] (do not enter code first) to display faulted zones.
2. Secure or bypass the zones displayed.
The keypad's READY indicator lights when all protection zones have been either closed or bypassed.
3. Arm the system as desired.

Alpha Display:

DISARMED
HIT * FOR FAULTS

Fixed-Word Display:

Zone no. and "NOT READY"

Voice Status: Voice keypads (if installed), can announce system status and faulted zones (up to 3 zone descriptors) if the Voice Status feature is turned on.

To turn the Voice Status feature on/off: [#] + [0] + [2] + [4]

(also turns on Voice Chime mode; see *Chime mode* section)

To announce Status: Press [#] FUNCTION + [0] VOICE + [*] STATUS key.
(Announces current system status; e.g., "Disarmed Ready to Arm.")

To announce faults and status: Press [#] FUNCTION + [0] VOICE + [*] STATUS + [*] again.
(Announces up to three faulted zones with their zone descriptors, if programmed.)

STAY Mode: Arms Perimeter Only, Entry Delay On

- Used when you want to arm the system with persons staying inside (or if you have pets that are moving throughout the premises).
- The perimeter sensors are armed, but interior sensors are left disarmed.
- Exit delay begins (you can leave through the entry/exit door, if desired).
- An alarm sounds if any protected window or non-entry/exit door is opened.
- You may otherwise move freely within the premises.
- Persons entering later can enter through an entry/exit door, but they must disarm the system within the *entry* delay period to avoid sounding an alarm.

NIGHT-STAY Mode: Arms Perimeter Only, Plus Selected Zones

- Use NIGHT-STAY mode to provide increased security while staying inside.
- Arms same as STAY mode, but also arms preselected interior sensors (programmed by your installer), while other interior sensors are left disarmed.
- Persons entering later can enter through an entry/exit door but they must disarm the system **and** must not violate any of the programmed interior zones to avoid sounding an alarm.
- **IMPORTANT:** When NIGHT-STAY mode is on, the selected interior zones are armed and cause an alarm if anyone enters those areas (e.g., waking in the middle of the night). To avoid sounding an alarm, you must disarm the system before any activity takes place in those interior zones.

INSTANT Mode: Arms Perimeter Only, Entry Delay Off

- Used when staying inside and do not expect anyone to use an entry/exit door.
- Arms same as STAY mode.
- An alarm sounds immediately if any protected perimeter window or any door is opened, including entry/exit doors.
- **IMPORTANT:** Arming the system in this mode greatly increases the chance of false alarms. Use extreme care in selecting this mode of arming.

AWAY Mode: Arms Entire System, Entry Delay On

- Used when nobody will be staying inside (including pets).
- The entire system (interior and perimeter) is armed.
- Exit delay begins letting you leave through the entry/exit door.
- An alarm sounds if a protected window or any door is opened, or if any movement is detected inside your premises.
- You can re-enter through an entry/exit door, but you must disarm the system within the *entry* delay period to avoid sounding an alarm.

MAXIMUM Mode: Arms Entire System, Entry Delay Off

- Used when leaving the premises for extended periods (e.g., vacation).
- Arms same as Away mode, but entry delay is off.
- An alarm sounds same as Away mode, and sounds upon opening entry/exit doors.

Arming the System (cont'd)

Arming Commands

Before arming, close all perimeter doors and windows and make sure the Ready to Arm message is displayed.

Mode	Press these keys...	Keypad Confirms By...
STAY	security code + 3 STAY	<ul style="list-style-type: none">• three beeps[†]• armed STAY message displayed• red ARMED indicator lights
NIGHT-STAY	security code + 3 STAY + 3 STAY	<ul style="list-style-type: none">• three beeps[†]• NIGHT-STAY message displayed• red ARMED indicator lights
INSTANT	security code + 7 INSTANT	<ul style="list-style-type: none">• three beeps[†]• armed STAY message displayed• red ARMED indicator lights Note that entry delay is turned off.
AWAY	security code + 2 AWAY	two beeps [†] , or, if programmed, beeping for duration of exit delay <ul style="list-style-type: none">• armed AWAY message displayed• red ARMED indicator lights Leave the premises through an entry/exit door during the exit delay period to avoid causing an alarm. The keypad beeps rapidly during the last 10 seconds of the exit delay to warn you that it is ending.
MAXIMUM	security code + 4 MAX	<ul style="list-style-type: none">• same as AWAY (described above) Note that entry delay is turned off.

[†] **Arming Ding:** In addition to the keypad beeps, the external sounder emits a short “ding” sound after arming, if programmed to do so. The ding confirms that the system is armed, and may occur immediately after the command or be delayed (until arm/disarm report is sent or exit delay expires). Ask your installer about how this feature is set for your system.

Quick Arming

If "Quick Arming" was programmed by the installer, the [#] key can be pressed in place of the security code when arming the system in any of the arming modes (except Night-Stay). **However, the security code must always be used when manually disarming the system.**

Function Key Arming

For any arming command, a function key may have also been programmed for your system. If so, you can press and hold the appropriate function key for 2 seconds to arm the system. See your installer for the designated functions (see **Single Button Arming** section).

Refer to the **Accessing Other Partitions** section for information on multi-partition arming (VISTA-20P Series only).

★ Arming the System (cont'd)

Single Button Arming

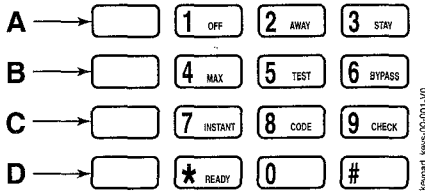
The “A”, “B”, “C”, and/or “D” keys on your keypad may have been programmed for single-button arming. Note that while it is not necessary to use a security code for arming (by using the Quick Arm method described previously), a security code must always be used when manually disarming the system.

If Single-Button Arming is programmed:

- A function key has been assigned to a specific type of arming: STAY mode, NIGHT-STAY mode, AWAY mode, or STEP-ARMING (see Step-Arming paragraph).
- You DO NOT need to enter your user code before pressing the function key but you always need your security code to DISARM the system.

Before arming, close all perimeter doors and windows.

1. Press and hold the assigned function key for 2 seconds (no code is required). Function keys are shown below.



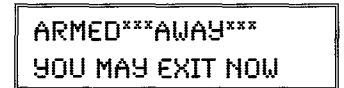
Alpha Display:



Fixed-Word Display: Green LED lit

2. The keypad begins beeping and displays the armed message. The red ARMED indicator also lights.

Alpha Display:



Fixed-Word Display: AWAY

Single Button “Step” Arming

Single-Button “Step” arming may be programmed into one of the lettered keys (A, B, C, or D). Check with your installer to see if this has been done in your system.

If Step-Arming is programmed:

- The assigned key provides a choice of three levels of security.
- The selected key can be pressed once, twice, or three times, increasing the level of security with each press, as follows

Key	First Press	Second Press	Third Press
↓	↓	↓	↓
A, B, C, D	Armed-STAY	Armed NIGHT-STAY	Armed-AWAY

Keyswitch

Using the Keyswitch

Your system may be equipped with a keyswitch for use when arming and disarming. Red and green lights on the keyswitch plate indicate the status of your system as follows:

Green Light: Lights when the system is **disarmed and ready** to be armed (no open zones). If the system is disarmed and the green light is off, it indicates the system is not ready (one or more zones are open).

Red Light: Lights or flashes when system is armed in AWAY or STAY mode. See your installer for the meanings of the lit red light:

Lit Steady = system armed AWAY or

system armed STAY and exit delay has expired

Flashing = system armed STAY and exit delay timer active

Rapid flashing = an alarm has occurred (memory of alarm).

Before arming, close all perimeter doors and windows.

To arm in the AWAY mode:

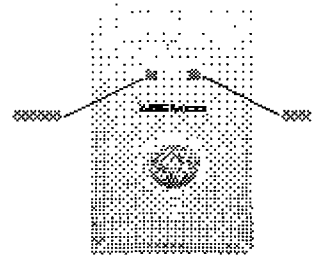
Turn the key to the right for 1/2 second and release. Keypads beep twice and the red indicator lights or flashes.

To arm in the STAY mode:

Turn the key to the right and hold for longer than 1 second, then release. Keypads beep three times and the red indicator lights or flashes.

To disarm the system:

Turn the key to the right and release. The red light turns off





Disarming and Silencing Alarms

Using the [OFF] key

The **OFF** key is used to disarm the system, silence alarm and trouble sounds, and clear alarm memories.

IMPORTANT: If you return and the main burglary sounder is on, DO NOT ENTER, but CONTACT THE POLICE from a nearby safe location.

If you return after an alarm has occurred and the main sounder has shut itself off, **the keypad will beep rapidly upon your entering, indicating that an alarm has occurred during your absence.**

LEAVE AT ONCE, and CONTACT THE POLICE from a nearby safe location.

1. + OFF

(Security Code)

The “READY” indicator light will be lit if all zones are secure, and the keypad will emit a single tone to confirm that the system is disarmed.

NOTE: If entry delay has started (you’ve opened the entry door), you do **not** need to press the OFF key – simply enter your security code. The system will disarm in about 15 seconds after the last digit of the code is entered.

Alpha Display:

****DISARMED****
READY TO ARM

Fixed-Word Display: READY

2. To Silence a Burglary Alarm and Clear a Memory of Alarm

Enter your **security code** and press the **OFF** key to silence the alarm (or warning tones of a Memory of Alarm).

Note the zone in alarm on the keypad display, and correct the problem (close door, window, etc.). After correcting the problem, enter the security code plus OFF sequence *again* to clear the keypad’s Memory of Alarm display.

3. To Silence a Fire Alarm or Carbon Monoxide Alarm and Clear a Memory of Alarm

Simply press the **OFF** key to silence the alarm. Then enter the **security code** plus **OFF** sequence *twice* to clear the keypad's Memory of Alarm display. See the *Fire Alarm System* section.

Bypassing Protection Zones

Using the BYPASS Key

Use this key when you want to arm your system with one or more zones intentionally unprotected. The system must be disarmed first.

Vent Zones: Your system may have certain windows set as “vent” zones, which are automatically bypassed if left open when arming the system (you do not need to manually bypass them). However, if a vent zone window is closed **after** arming, it becomes protected and will cause an alarm if opened again while the system is armed.

When bypassing zones:

- The system must be disarmed before you can bypass zones.
- Bypassed zones are unprotected and will not cause an alarm if violated.
- The system will not allow fire zones to be bypassed.
- Zones are automatically unbypassed when the system is disarmed.

1. + **6 BYPASS** + zone numbers (see below)
(Security Code)

Enter the 2-digit zone number(s) for the zone(s) to be bypassed (e.g., 06, 10, 13, etc.). Single digit zone numbers must be preceded by a zero (e.g. 05, 06).

2. When finished, the keypad will momentarily display a "Bypass" message for each bypassed zone number. Wait for all bypassed zones to be displayed.

Arm the system as usual. When armed, the arming message is displayed with “ZONE BYPASSED.”

To display bypassed zones **prior** to arming, enter your security code and press the [6] BYPASS key.

Alpha Display:

DISARMED
HIT * FOR FAULTS

Fixed-Word Display:
NOT READY

Alpha Display:

DISARMED BYPASS
READY TO ARM

Fixed-Word Display: BYPASS

Alpha Display:

ARMED: STAY
ZONE BYPASSED

Typical armed display after
bypassing zones.

★ *Bypassing Protection Zones (cont'd)*

Quick Bypass

If programmed, "Quick Bypass" allows you to easily bypass all open (faulted) zones without having to enter zone numbers individually. This feature is useful if, for example, you routinely leave certain windows open when arming at night.

1. + + [#]

(Security Code)

In a few moments, all open zones will be displayed and automatically bypassed. Make sure that only those zones that you wish to leave **unprotected** are bypassed, and that there are no other zones unintentionally left open.

2. Wait for all bypassed zones to be displayed, then arm the system as desired.

Ask your installer if "Quick Bypass" is active for your system, and if so, check here:

Alpha Display:

DISARMED
HIT * FOR FAULTS

Fixed-Word Display: NOT
READY

Alpha Display:

DISARMED BYPASS
READY TO ARM

Fixed-Word Display: BYPASS

Chime Mode

Using the Chime Mode

CHIME mode alerts you to the opening of a perimeter door or window while the system is disarmed.

When Chime mode is activated:

- Three tones sound at the keypad whenever a perimeter door or window is opened.
- Interior zones do not produce a tone when they are faulted.
- Pressing the **READY** key will display the open protection points.
- Chime mode can be used only while the system is disarmed.

To turn Chime Mode on:

+

(Security Code)

The CHIME message will appear. Perimeter zones will cause a tone when faulted.

Alpha Display:

DISARMED CHIME
READY TO ARM

Fixed-Word Display: CHIME

To turn Chime Mode off:

+

(Security Code)

The CHIME message will disappear.

Alpha Display:

****DISARMED****
READY TO ARM

Fixed-Word Display: READY

Using the Voice Chime

Voice keypads have a feature that works in concert with the Chime Mode called Voice Chime. Voice chime provides a voice status announcement, chime, and display when any faulted entry/exit or perimeter zone exists. Ask your installer if this option has been enabled for your system.

To turn Voice Chime Mode on or off: + + +

(normal Chime mode must be on first)

When Voice Chime is on, faulted zones cause a voice status announcement, chime and display. When off, the sounder still provides chime if normal Chime mode is on.

Viewing the Current Date and Time

The master users can view the system time and date setting on an alpha keypad. Other users can view the date/time if a function key has been programmed to do so.

+ [#] + [6] [3]

(Master Code)

OR,

Press the function key (A, B, C, or D) for viewing current date and time, if programmed.

A typical time/date display is shown.

The display will remain on for about 30 seconds or until a key is pressed.

Alpha Display:

```

****DISARMED****
    READY TO ARM
    
```

```

TIME/DATE    SAT
12:05AM_05/09/00
    
```

“A”	“B”	“C”	“D”
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

If one of the above keys has been programmed for the date/time display feature, place a check mark in the box beneath that key.

Setting the Date and Time

NOTE: All partitions must be disarmed before date/time can be set.

You can set the time and date by doing the following:

1. + [#] + [6] [3]

(Master Code)

Alpha Display:

```

****DISARMED****
    READY TO ARM
    
```

2. Press [*] when the time/date is displayed.

A cursor appears under the first digit of the hour.

To move cursor ahead, press []. To go back, press [#].*

- Enter the 2-digit hour setting.
- Enter the 2-digit minute setting.
- Press [1] for PM or [2] for AM.
- Enter the last two digits of the current year.
- Enter the 2-digit month setting.
- Enter the 2-digit day setting.

3. To exit, press [*] when cursor is at the last digit, or wait 30 seconds.

```

TIME/DATE    SAT
04:04PM 10/17/00
    
```

Current time display

```

TIME/DATE    SAT
04:04P2000/10/17
    
```

Time/date editing display

Panic Keys

Using Panic Keys

Your system may have been programmed to use special keys to manually activate emergency (panic) functions as follows:

This Function	Sends This Signal*	With This Sounding...
Silent Alarm	silent alarm	no audible alarm; displays, "Press [*] to show faults," indicating that a silent alarm has been initiated.
Audible Alarm	audible alarm	a loud, steady alarm at keypad(s) and at any external sounders that may be connected.
Personal Alarm	auxiliary alarm	steady alarm sound at keypad(s), but not at external bells or sirens.
Fire Alarm	fire alarm	temporal (pulsing) sound at external bells and sirens.

*All panic functions send signals to the Central Monitoring Station, if connected.

To activate a Panic Function:

Press and hold down for at least 2 seconds whichever lettered key on the keypad has been programmed for the desired emergency function.

OR

Press both keys of the assigned key pair at the same time.

Normal Alpha Display:

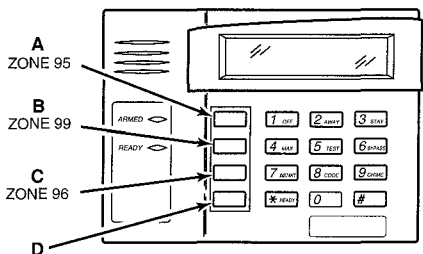
****DISARMED****
READY TO ARM

Fixed-Word Display: READY

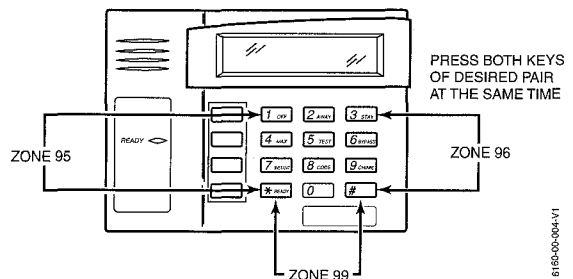
Typical Panic Alpha Display:

ALARM 96 ZONE 96

Fixed-Word Display: 96 and ALARM



Lettered Panic Keys



Panic Key Pairs

See your installer and use the chart provided in the **Features Programmed in Your System** section to note the functions that have been programmed for your system.